

# Now Available

Sega © Dreamcast.



Infogrames North America, Inc., 5300 Stevens Creek Boulevard, Suite 500, San Jose, CA 95129  
Test Drive, Slave Zero and Infogrames are the trademarks or registered trademarks of Infogrames North America. Test Drive 6,  
©1999 Infogrames North America Inc. All Rights Reserved. Slave Zero, ©1999 Infogrames North America, Inc. All Rights Reserved. All  
other trademarks and trade names are the properties of their respective owners.

Sega is registered in the US Patent and Trademark Office. Sega Dreamcast, the Dreamcast Swirl, are trademarks of SEGA. Sega of America, P.O. Box 7632, San Francisco, CA 94120. All Rights Reserved. Programmed in Japan. Made and printed in the USA.  
WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,526,770; 5,527,895; 5,988,172; 4,442,496; 4,454,504; 4,452,076; No. 35,839; Japanese Patent No.2870938. (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association.

  
INFOGRAMES







EVERYONE



CONTENT RATED BY

ESRB

T-15102N

  
INFOGRAMES

## **WARNINGS Read Before Using Your Sega Dreamcast Video Game System**

### **CAUTION**

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

### **HEALTH AND EPILEPSY WARNING**

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

### **OPERATING PRECAUTIONS**

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

### **PROJECTION TELEVISION WARNING**

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

### **SEGA DREAMCAST VIDEO GAME USE**

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

## **CONTENTS**

<b>POWER UP</b> . . . . .	<b>2</b>
<b>SEGA DREAMCAST CONTROLLER</b> . . . . .	<b>3</b>
<b>JUMP PACK</b> . . . . .	<b>3</b>
<b>FACTORY STANDARD DRIVING CONTROLS</b> . . . . .	<b>4</b>
<b>RACE CONTROLLER</b> . . . . .	<b>5</b>
<b>ARCADE STICK</b> . . . . .	<b>6</b>
<b>MAIN MENU</b> . . . . .	<b>7</b>
<b>PRACTICE</b> . . . . .	<b>7</b>
<b>RACE MENU</b> . . . . .	<b>8</b>
<b>TOURNAMENT WAGERING SYSTEM</b> . . . . .	<b>9</b>
<b>TWO PLAYER RACE</b> . . . . .	<b>11</b>
<b>OPTIONS</b> . . . . .	<b>13</b>
<b>HIGH SCORES</b> . . . . .	<b>14</b>
<b>LOAD/SAVE</b> . . . . .	<b>14</b>
<b>VISUAL DISPLAYS</b> . . . . .	<b>16</b>
<b>ACCESSING CARS &amp; TRACKS</b> . . . . .	<b>17</b>
<b>CREDITS</b> . . . . .	<b>18</b>
<b>CUSTOMER AND TECHNICAL SUPPORT</b> . . . . .	<b>20</b>

## Power Up

- Make sure your Sega Dreamcast™ is properly set-up and ready to go. For more information, refer to the Instruction Manual that came with your Sega Dreamcast.
- Open the Disc Door by pressing the **Open Button** and insert your **Test Drive 6™** Sega Dreamcast Specific Disc. Shut the Disc Door.
- Press the **Power Button** to start your Sega Dreamcast.
- Follow the on-screen instructions.

**Test Drive 6** is a 1 to 2-player game. Before turning the Sega Dreamcast power ON, connect the controller(s) or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any time, simultaneously press and hold the **A, B, X, Y** and **Start Buttons**. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

Purchase additional controllers to play with additional people. For more information on the Sega Dreamcast controller, see the next page.

### SEGA DREAMCAST HARDWARE UNIT



## Sega Dreamcast Controller

There are five different controller configurations available. The default Button Settings are described on the next page.

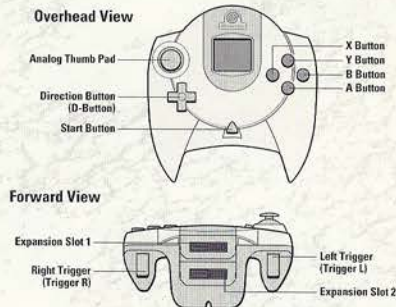
**Note:** Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again making sure not to touch the controller.

### Jump Pack

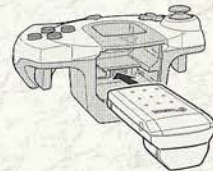
Make sure to insert your Sega Dreamcast Jump Pack into Expansion Socket 2 only. The Jump Pack will not lock into place if inserted into Expansion Socket 1 and may fall out during game play or otherwise inhibit game operation.

**Note:** To return to the title screen at any point during game play, simultaneously press and hold the **A, B, X, Y** and **Start Buttons**. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

### SEGA DREAMCAST CONTROLLER



### SEGA DREAMCAST JUMP PACK™



Trigger L:  
Brake/Reverse

Factory Standard  
Driving Controls

Trigger R:  
Accelerate

Camera View

Steering  
(R/L)

Horn

Handbrake

Up: Shift Up  
Down: Shift Down

Pause  
Game and Display  
Pause Menu

Rear View

**NOTE:** Control configuration can be changed by selecting the CONTROLLER OPTIONS selection in the Options Menu.

## Race Controller

Here are the default controls if you are using a Race Controller:

**Steering Wheel:** Steer Right or Left

**R Lever:** Accelerate

**L Lever:** Brake

**A Button:** Horn

**B Button:** Handbrake

**+ Button:** Upshift

**- Button:** Downshift

**Note:** To return to the title screen at any point during game play, simultaneously press and hold the **A, B, X, Y,** and **Start Buttons**. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

**Note:** When using the Race Controller, never touch the steering wheel or left and right levers when turning the Sega Dreamcast power ON. Doing so may disrupt the initialization procedure and result in malfunction if readjustment is not properly carried out via the **Options Menu**. If the handle or levers are accidentally moved while turning the power ON, immediately turn the power OFF and ON again making sure not to touch the Race Controller.

## RACE CONTROLLER

### Front View

- Button

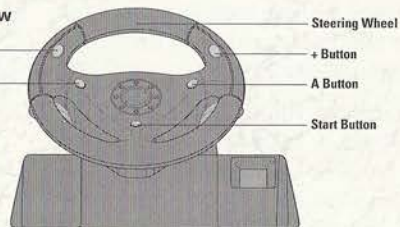
B Button

Steering Wheel

+ Button

A Button

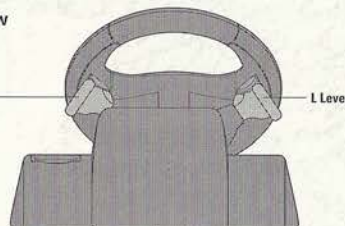
Start Button



### Rear View

R Lever

L Lever



## Arcade Stick

Here are the default controls if you are using an Arcade Stick:

**Joystick Right:** Steer Right

**Joystick Left:** Steer Left

**Joystick Up:** Upshift

**Joystick Left:** Downshift

**A Button:** Handbrake

**C Button:** Accelerate

**X Button:** Rear View

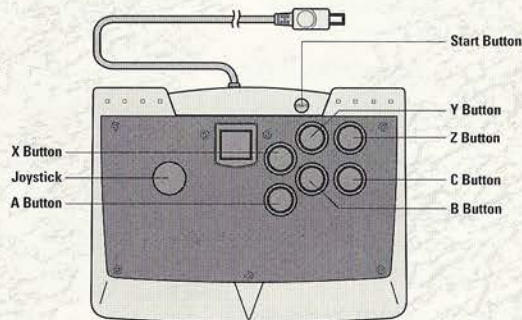
**Y Button:** Camera View

**Z Button:** Brake

**Note:** To return to the title

screen at any point during game play, simultaneously press and hold the **A, B, X, Y,** and **Start Buttons**. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

## SEGA DREAMCAST ARCADE STICK



## WELCOME TO TEST DRIVE 6

Did you ever want to challenge a dream supercar against a flexing muscle car? Slip behind the wheel of your street rod off the lot, or a high tech concept car right out of the R&D garage. Race all over the world, win your races and upgrade your ride. Are you the best? Find out...in the ultimate thrill ride!

## MAIN MENU

The Main Menu offers the following options. Use **Directional Buttons** ↑ and ↓ to select an option and then press the **A Button**. To back up one menu, press the **B Button**.

### • PRACTICE

**SELECT TRACK:** Use **D-Buttons** ← and → to choose from the linear or circuit tracks available. Win Tournaments to unlock more Practice tracks.

**SELECT CAR:** Press the **D-Buttons** ← and → to choose from the vehicles available. Win tournaments to unlock more practice cars.

**TRANSMISSION:** Use **D-Buttons** ← and → to switch between automatic and manual transmission.

**RACE:** After you've chosen a car and a track, you're ready to hit the streets and leave the competition behind.

**EXIT:** Leave this screen.

### IMPORTANT DRIVING TIP

You must learn to powerslide to get through sharp turns at high speed. Use the Handbrake (A Button) during a turn to powerslide. Tap the button to get the most slide with the least slow-down.

### • RACE MENU

**NAME:** Use the D-Buttons to spell out your name, nickname, or handle.

**SINGLE RACE:** You may only choose this option after you have purchased a vehicle in the Garage. Select a track, as in Practice. Place your wager, and beat your opponents.

**TOURNAMENT RACE:** You may only choose this option after you have purchased a vehicle. Choose the class in which you want to race, and which tour of that class in which you will race. You can upgrade your vehicle before each race.

At first, only the Class 1 Tournament is available. Cars in Classes 2 through 4 have higher performance and greater costs. When you have acquired enough credits and purchase a car in Class 2, 3 or 4, the respective tournaments are also opened to you.

### TOURNAMENT WAGERING SYSTEM

Make a wager on your race, and the other five racers will match your bet. There are maximum and minimum limits to the amount you are allowed to wager. If you cannot meet the minimum wager, you must go out and earn more credits through Single Races, Cop Chases or Challenges.

Half of the credits ponied up for each race in a tournament are paid out to the top three finishers, and the other half goes into the Tournament pot. The pot is paid to the driver with the lowest cumulative racing time at the end of that Tournament.

**COP CHASE:** You may choose this feature only after you have purchased a vehicle in the Garage. Choose a police vehicle to drive in pursuit of the other drivers. Choose your course, and choose your mission. For the event, "Stop the Racers," every racer has a "morale" bar shown above his car. Knock the morale bar down to zero by bumping into him to pull him over. Or, block him off, using your car as a barricade to stop his forward progress. For every racer you manage to cite, you will be rewarded with credits.

### HOT TIP

If you are the cop, go after the fastest racer first, otherwise, the others may slip past you.

If you arrest all the racers on all the tracks, the event "Stop the Bombers" will become available. In this event, a mad bomber will continually drop bombs to try and stop you. He must be arrested at all costs.

**CHALLENGES:** You may only choose this option after you have purchased a vehicle in the Garage. These races are outside the tournament structure, and may be outside of "acceptable" public behavior. Each is a test of your driving skills and measurement of the competitiveness of your vehicle. While the rewards are high, you may encounter difficulties in completing each Challenge.

**GARAGE:** Enter the Garage to select a car to race, purchase a new car, modify cars you own, or sell cars.

**CHANGE CAR:** Choose from the vehicles in your garage for your next race or tournament.

**UPGRADE:** Once you have at least one vehicle in your garage and some credits in your account, you can begin upgrading your vehicle(s). There are four categories of upgrades, and each category has a number of levels of superiority to make the vehicles better, faster, and more competitive. The categories are Engine, Brakes, Tires and Suspension. Each upgrade can be adjusted in the garage, making it possible to fine-tune your vehicle for the tracks on which you will race.

**Buy:** Choose the vehicle class (1-4) which also determines base price and base performance. Use **D-Buttons** ← and → to choose from the vehicles in that class. Press the **A Button** once to view that vehicle's performance statistics. Press the **Y Button** to go to the Paintshop, where you can customize the color of the vehicle.

In the first column, use **D-Buttons** ↑ and ↓ to choose a color. Tap the **D-Button** → to go to the brightness column, and use **D-Buttons** ↑ and ↓ to alter the brightness of the vehicle.



INFOGRAMES

LAST NAME \_\_\_\_\_ FIRST NAME \_\_\_\_\_

STREET ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_

ZIP/POSTAL CODE \_\_\_\_\_ COUNTRY \_\_\_\_\_

E-MAIL ADDRESS \_\_\_\_\_

On a scale of A - F, how would you rate this product?

1  A 2  B 3  C 4  D 5  F

What kinds of games interest you?

1  Adventure 6  Simulation  
2  Action/Arcade 7  Educational  
3  Strategy 8  War/Military  
4  Role Playing 9  Sports  
5  Sci-Fi 10  Others

Check here to receive information on future products.

**TD6SDC**

Please be sure to check your manual for warranty information

What factors influenced this purchase?

1  Magazine Review 6  Friend  
2  Magazine Ad 7  Rental  
3  Salesperson 8  In Store Display  
4  Packaging 9  Received as Gift  
5  Price 10  Other

In which store was this purchased?

1  Computer Super 6  Department  
2  Computer Hardware 7  Record  
3  Computer Software 8  Bookstore  
4  Electronics 9  Mail Order  
5  Toy 10  Other

to purchase - our

? Sell a

d race

ilable

it the

er 2.  
shown  
mping  
barri-  
ch cita-  
dy

CHA  
chas  
men  
Each  
tiven  
enco  
GAR  
mod

CH/

rac

UpC

STATE

cre

are

levi

pet

upc

you

Buy

and

veh

per

whi

What systems do you own?

- PlayStation game console    6  Sega Genesis  
 IBM PC, etc.    Game Boy/  
 Macintosh    Game Boy  
 Super Nintendo Color  
 Sega Dreamcast    8  Nintendo  
 Other

Do you own a modem?

- 1  Yes    2  No

Which on-line services do you use?

- 1  America On-Line    4  Mplayer  
2  CompuServe    5  TEN  
3  Heat    6  Other

After you have accepted the paint job, press the **A Button** to purchase the vehicle. You will be asked to confirm your purchase – once you have, appropriate funds will be deducted from your account and the vehicle will be yours.

**SELL:** Do you need money? Are you unsatisfied with a vehicle? Sell a car back – for less than you bought it for, naturally.

## • TWO PLAYER RACE

**SINGLE RACE:** Hook up two controllers for you and a buddy and race against each other to see who's the better driver.

**SELECT TRACK:** Press **D-Buttons** ← and → to choose from the available tracks.

**RACE:** After you've chosen a car and a track, you're ready to hit the streets and leave your competition behind.

**COP CHASE:** Choose a police vehicle to drive in pursuit of player 2. Choose your track and your cars. Player 2 has a "morale" bar shown above his car. Change the morale bar from green to red by bumping into him to pull him over. Or, block him off, using your car as a barricade to stop his forward progress. You will be rewarded for each citation. It's like cops & robbers, except you get to chase your buddy down and nail him with a ticket!

After one race, it is Player 1's turn to be chased.



**SELECT TRACK:** Press **D-Buttons** ← and → to choose one of the available tracks.

**RACE:** Strap on your wheels and chase your buddy down.

**EXIT:** Return to the Two Player menu.

**QUAD RACE:** Create a four-race tournament for you and a friend. Use the up and down directional buttons to choose a track for each of the four track slots.

**SELECT TRACK:** Press the **D-Buttons** ← and → to choose four of the circuit tracks available.

**SELECT CARS:** Enter the garage and choose a car for each player.

**RACE:** Hop in your ride and take on your opponent in best-out-of-four.

**PINK SLIP:** Just how much faith do you have in your skills and your ride? In a race for Pink Slips, you and your opponent bet your cars against each other. The winner wins BOTH vehicles. Now you can prove you're the absolute best. Race your buddy, ride against ride. The loser walks and the winner takes all!

**SINGLE RACE:** Press **D-Buttons** ← and → to choose one of the circuit tracks available. Stake it all on one race.

**QUAD RACE:** Racing for each other's rides, best-out-of-four.

## REMEMBER

You must learn to powerslide to get through sharp turns at high speed. Use the Handbrake (A Button) during a turn to powerslide. Tap the button to get the most slide with the least slow-down.

## • OPTIONS

**CONTROLLER OPTIONS:** Use **D-Buttons** ← and → to switch vibration on or off, or choose a controller configuration.

**AUDIO OPTIONS:** Press **D-Buttons** ← and → to switch between stereo and mono modes, adjust the volume of sound effects, adjust the music volume, choose the music track you want to hear, or exit to the **Options Menu**.

### GAME OPTIONS:

**SPEED READOUT:** Using **D-Buttons** ← and →, switch between kilometers per hour (KPH) and miles per hour (MPH).

**CHECKPOINT TIMERS:** Using **D-Buttons** ← and →, switch the Checkpoint Timers on or off.

**TRAFFIC:** Using **D-Buttons** ← and →, switch Traffic to Off, Avoid or Classic.

Off: No traffic – just you and the other racers.

Avoid: Traffic will actively attempt to get out of your way.

Classic: Traffic will ignore you.

**COPS:** Using the right and left directional buttons, toggle the Cops on or off.

**DIFFICULTY:** Using the right and left directional buttons, choose from the Difficulty levels of Easy, Normal and Difficult.

**MAP:** Toggle the on-screen overhead map on or off. This option is not available on circuit track races or Cop Chase.

**EXIT:** Leave this menu.

**NOTE**

Game Options do not affect Single Race, Tournament Race or Challenge modes.

**CREDITS:** Take a look at all of the individuals responsible for this latest foray into 'round-the-world racing.

**FEAR FACTORY VIDEO:** Watch Fear Factory's video, "Cars."

• **HIGH SCORES**

Take a look and see how well you're doing compared to your past race times.

• **LOAD/SAVE**

Select this option from the Main Menu to access the Visual Memory Unit (VMU) that is plugged into Expansion Socket 1 of your Sega controller. The VMU sub-menu is detailed below. Use the **D-Buttons** to select an option and then press the **A Button**.

**NOTE**

While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

**LOAD:** Select the Load icon to load the current state of all aspects of a previously saved game. This includes all the features and cars you have acquired, your game settings, and all your high score information. Follow the on-screen instructions to load a game.

**NOTE**

You will be given the opportunity to SAVE at the completion of each event.

**NOTE**

The number of memory blocks required to save game files varies according to the type of software and the content of files to be saved. With **Test Drive 6**, 17 blocks are required to save your game data. Make sure you have 17 blocks free on your VMU before saving a game for the first time.

**SAVE:** Select the Save icon to save the current state of all aspects of your current game. This includes all the features and cars you have acquired, your game settings, and all your high score information. Follow the on-screen instructions to save a game.

## VISUAL DISPLAYS

**TIME:** On any course, the timer in the upper right corner displays your elapsed time in the current race.

**LAP:** The upper left of the screen lists, in the form of a fraction, the lap you are racing over the total number of laps for your race, as well as the time elapsed on your current lap.

**POSITION:** When you are racing on a circuit track, your race position, listed as a fraction of your place out of the total competitors, is below TIME. On a linear course, your POSITION is listed in the upper left corner of the screen.

**SPEEDOMETER/TACHOMETER:** The large dial in the lower right hand corner shows current engine RPM. The green digital read-out under the tachometer shows your speed. The black digit in the white circle represents the gear you are currently using.

**BRAKES:** The taillights come on as a visual indication that you are braking. The brake is a valuable tool; it will help you win if you learn to use it wisely.

**MAP:** When you are racing on a linear course, and you have the MAP game option turned on, there will be a bird's-eye-view map on the lower left corner of the screen. Keep the white dot out in front of the pack, and you'll win the race.

**CAMERA:** You have a choice of several camera positions in and behind the car. Find an angle that you are comfortable with at the beginning of the race, and stick with it as you drive. Some practice will tell you what works best for you. Press the **Y Button** to alter the camera view of your vehicle; press the **X Button** for a view of what is behind your vehicle.

## ACCESSING CARS & TRACKS

The first time you play Test Drive 6, about half of the tracks and vehicles are inaccessible. As you play and accomplish goals, cars and tracks will be made available to you. You must have a Visual Memory Unit (VUM) in Expansion Socket 1 of your Sega Dreamcast controller to save these accomplishments.

You can access all the car and Tournament Classes by earning enough credits to advance from Class 1 through Class 4. You can gain access to tracks and cars for use in Practice by winning Tournaments.

## CREDITS

Development and Additional  
Design by The Pitbull Syndicate,  
Ltd.

Produced and Published by  
Infogrames

### **PITBULL SYNDICATE LTD.**

#### **Programmed by**

Snake, Gareth Briggs, Ian Copeland,  
Chris Kirby, Bob Troughton, Mike  
Troughton, Mark Wilkinson

#### **Art by**

Darren Abbott, Les Burney, Mike  
Clegg, Steve Dietz, Jonathan Kay,  
Arshad Khalid, Mike Pirso, Kevin  
Preston, Tony Pringle, Gareth Pugh,  
Stuart Neal, John Steele, David  
Taylor, Katherine Wilson

#### **Design / AI Data/Testing**

Daz Kelly

#### **Design/Object Placement/Testing**

Tony Charlton

#### **Studio Manager**

David Burton

## INFOGRAMES NORTH AMERICA

### **Executive Producer**

Chris Downend

### **Producers**

Matthew Guzenda, Slade Anderson

### **Associate Producers**

Gerald "Smuv" DeYoung, Sean  
Michael Fish

### **QA Czar**

Sam Newman

### **QA Lead Analyst**

Erik Johnson

### **QA Analysts**

Eric Alberson, Bill Fitts, Chuck  
Nunez, Rick Fish, Jason Cote,  
Shawn Shinn, Greg Akatiff, Jason  
Cordero, Ted Tomasko, Casey  
Anderson, Jeff Loney, Steve Zupan,  
Clayton Wolfe

### **Sound Effects**

Tommy Tallarico Studios

### **USA Mastering Supervisor**

Luis Rivas

### **Director of Marketing, Sports & Racing**

Steve Allison

### **Product Marketing Managers**

Craig Howe, Laddie Ervin

### **Documentation**

W.D. Robinson, Bruce Harlick

### **Creative Services**

Jill Dos Santos, Matt Abrams, Mark  
Glover, Eric Larson, Aurelie Guerin

### **Corporate Communications**

Erica Krishnamurthy, Tom  
Richardson, Mika Kelly, Rhoda  
Wawrzynski

### **Licensing**

Melanie Sherk, Gabrielle Benham,  
Dianthe Harris

### **Online Marketing**

Jonathan Tagle, Ray Massa, Daniel  
Grove

## SPECIAL THANKS

Sue, Flea, Rufus, Pip, Michelle,  
Wompa, Ros, Michelle & Jude Pirso,  
Gianna, Rachel Crowe, Ben Pugh,  
The Big Man, Mark Butler, Carlos  
Sarria Videologic Ltd., Jay Stevens,  
Nathan Leon, John Gillan, Kevin  
Keenan, Mondo Media, Deb  
Charlton, Wiebke Vallentin, Jessilyn  
Guzenda, Nancy Downend, Alex  
Knastab, Stan Thurgood, Jackie  
Thurgood, Brian Webber, Rich and  
John, Kris Anderson, Summer  
Anderson, Jan Wilkinson, Benn,  
Adam and Katharine, William Travis,  
Simon Dixon, Ferris Kawar, Joe  
Gallegos, Arra Yerganian

## CUSTOMER AND TECHNICAL SUPPORT

Infogrames North America provides customer service, news, demos and technical support via these services:

**PHONE:** Infogrames North America has some of the friendliest and most knowledgeable Technical Support Representatives in the industry. We can help you by phone between the following hours:

Monday-Thursday 8:00am-5:00pm Pacific time and Friday 9:00am - 5:00pm Pacific time at **(408) 296-8400**

**FAX:** Faxes may be sent anytime to: **(408) 246-0231**

**ONLINE:** <http://www.td6.com>  
<http://www.infogrames.net>

**Email:** [help@infogrames.net](mailto:help@infogrames.net)

**Postal Contact:** Infogrames Tech Support  
5300 Stevens Creek Blvd., Ste. #500  
San Jose, CA 95129

## INFOGRAMES HINT LINE

**1-900-454-HINT: \$ .99/minute.** If you're under 18, please get a parent's permission before calling.

## OTHER INFOGRAMES PRODUCTS

To order other fine products from Infogrames, call **1-800-245-7744** or visit our web site.

## 90-Day Warranty

Infogrames North America, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of this software that the medium on which it is recorded will be free from defects in materials and workmanship. Defective media which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge. To receive warranty service:

1. DO NOT return your defective disk to the retailer.
2. Notify Infogrames North America Customer Service of the problem by calling (408) 296-8400 between the hours of 8 am and 5 pm (Pacific Time) Monday through Friday. Please do not send your disc to Infogrames North America before calling. Infogrames North America can also be reached 24 hours a day by FAX at (408) 246-0231 or by email at [help@infogrames.net](mailto:help@infogrames.net). Check us out on the World Wide Web at <http://www.infogrames.net>.
3. If a Customer Service Technician is unable to solve this problem by phone, you will be given a Return Authorization number. Record this number on the outside packaging of your disc (be sure your packaging is at least 4" x 6", as many shipping companies will not ship anything smaller). Send the disc and your sales slip or similar proof-of-purchase within the 90-day warranty period to: Customer Service, Infogrames North America, Inc., 5300 Stevens Creek Blvd., Suite 500, San Jose, CA 95129.

After the 90-day period, defective media may be replaced in the United States for \$10 (U.S. dollars; plus 8.25% sales tax if the purchaser resides in California). Make checks payable to Infogrames North America, and return to the address listed above. (To speed processing, please do not return manuals or game boxes.)

## COPYRIGHT NOTICE

Test Drive is a registered trademark of Infogrames North America. Test Drive 6, © 1999, Infogrames North America. All Rights Reserved. The words "Aston Martin", the wings device and the words "Project Vantage", "V8 Vantage" and "DB7 Vantage" are the trademarks of Aston Martin Lagonda Limited, England and are used under license. Audi TT licensed by AUDI AG. The BMW logo, the BMW wordmark and the BMW model designations are trademarks of BMW AG and are used under license. "Caterham Super 7" is a trademark of Caterham Cars Limited. Reproduced by permission. Dodge and Plymouth are registered trademarks of DaimlerChrysler Corporation and are used under license. ©DaimlerChrysler Corporation. The word "Jaguar", the leaping cat device, and the characters "XJ220", "XK180" and "XKR" are the trademarks of Jaguar Cars Ltd., England and are used under license. Mantaray is a licensed trademark of Marcos Sales Limited and is used under license. MUSTANG, F150 LIGHTNING AND SUPER STALLION TRADEMARK(S) USED UNDER LICENSE FROM FORD MOTOR COMPANY. The names Lotus, Spirit, and Elise are licensed trademarks of Group Lotus Ltd. and are used under license. Panoz Auto Development authorizes the use of the Panoz vehicle name and images which cannot be reproduced without the consent of the Panoz Auto Development Company. "Nissan", "Skyline", and "R390 GT-1" are trademarks of Nissan Motor Co., Ltd. Reproduced by permission. Saleen is a registered trademark of Saleen Performance and is used under license. Shelby Cobra, Shelby Series 1, and the shapes of the vehicles are registered trademarks and protected trade dress of Carroll Shelby Licensing, Inc. and are used under license. Subaru and Impreza are registered trademarks used with the permission of Subaru of America, Inc. Toyota and GT-One are registered trademarks of Toyota and are used with the permission of Toyota Motorsport GmbH. TVR is a trademark of TVR Engineering Limited. The TVR Cerbera, Tuscan, Speed Twelve and Griffith are used under license. Venturi, Adairique and 406GT are trademarks of Venturi Paris S.A. and are used under license. Test Drive 6 musical compositions and sound effects licensed exclusively to Infogrames North America, Inc. by Tommy Tallarico Studios, Inc. © 1999 Tommy Tallarico Studios, Inc. All rights reserved. "MotorWeek" is a registered trademark of Maryland Public Television. Copyright 1999. MotorWeek Tune in and tune up for high performance TV. Each week MotorWeek reviews the latest in new cars and trucks, along with consumer buying tips, car care advice, and features on America's love affair with the automobile. Check your local listings for airdates and times or call your local PBS station. For current and recent MotorWeek episodes call MotorWeek Home Video at 1-800-422-0064. "Love" and "11:11" were written, produced and mixed by Gearwhore. © Astralwerks/Caroline 1998. Gearwhore appears courtesy of Caroline Records. "He's A Skull" was written, produced and mixed by O-Burns. © Astralwerks/Caroline 1998. O-Burns appears courtesy of Caroline Records. Cars written by Gary Numan published by Beggars Banquet Music/Momentum Music Ltd (PRS) © 1979. "Big Time", "Here Comes The Pain" and "What You Are" were written, produced and mixed by Emption. © 1999 All Rights Reserved. Empirion appears Courtesy of Knightmare Management. "Dogs Life" Performed by Kottonmouth Kings featuring Dogboy and Too Rude. Published by Daddy X Music/Fishbowl Music/Green 2 De Bing Music (BMI) and Sattamassagamma Music (ASCAP). © 1998 Capitol Records Inc. "Captain Cocktail" Written by Aaron Carter & Stephen James Barry. Published by Disco Dog Music/Baby Barry Music/Tola Music (ASCAP). "Time is Running Out" Written by Aaron Carter & Stephen James Barry. Published by Disco Dog Music/Baby Barry Music/Tola Music (ASCAP). All songs appear courtesy of Moonshine Music (P) & © 1998 Moonshine Music. "Tongue Tied" Performed by Eve 6, lyrics by (Max Collins, music by Eve 6) from the album Eve 6 (P) © 1998 BMG Entertainment. Courtesy of the RCA Records Label/BMG Entertainment. The RCA Records label is a unit of BMG Entertainment (RCA) © Registered Marca(s) Registrada(s) (RCA) © General Electric Co., USA. Published by Less than Zero Music/Fake and Jaded Music Southfield Road Music (ASCAP). All rights reserved, used under license.

## ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Sega is registered in the U.S. Patent and Trademark Office. Sega, Sega Dreamcast, and the Sega Dreamcast logo are either registered trademarks or trademarks of SEGA Enterprises, Ltd. All Rights Reserved. This game is licensed for use with the Sega Dreamcast system only. Copying and/or transmission of this game is strictly prohibited. Unauthorized rental or public performance of this game is a violation of applicable laws. ©SEGA ENTERPRISES, LTD., 1999. Sega of America, P.O. Box 7638, San Francisco, CA 94120. All rights reserved. Made and printed in the USA.

Product covered under one or more of the following: U.S. Patents No's: 5,460,374; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No. 2070938 (Patents pending in U.S. and other countries); Canadian Patent No. 1,183,276.